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**Barcelona, Spain****Supervised Object Segmentation and Tracking for MPEG-4 VOP Generation**[TABLE OF CONTENTS](#)[PDF](#)[FULL ARTICLE](#)*Sean Marlow, Noel E. O'Connor, Dublin City University*

This paper presents an object-based segmentation and tracking scheme for video sequences. The probability density function (PDF) of each image to be segmented is modeled as a mixture of independent object PDFs. In the first image of the sequence, the parameters of the mixture are initially estimated based on user interaction. These parameters are then iteratively updated using the Expectation Maximization (EM) algorithm. A classification procedure applied to the results of the EM algorithm allows an object-based segmentation of the image to be constructed. In subsequent images of the sequence, the segmented objects are automatically tracked using motion estimation/compensation and a similar EM-based segmentation framework. Results indicate that accurate object segmentations and robust tracking can be obtained using this flexible approach.

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Peter Eisert, 15.04.2002

## Publications

### Ph.D. Thesis

- P. Eisert, "Very Low Bit-Rate Video Coding Using 3-D Models," *Shaker Verlag, Aachen, Germany, ISBN 3-8265-8308-6, 2000.* [PDF] [Shaker Referenz](#)

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- P. Eisert, "MPEG-4 Facial Animation in Video Analysis and Synthesis," *International Journal of Imaging Systems and Technology*, Springer, vol. ??, no. ??, pp. ??, 2003, **invited paper**. [PDF]
- P. Eisert, T. Wiegand, and B. Girod, "Model-Aided Coding: A New Approach to Incorporate Facial Animation into Motion-Compensated Video Coding," *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 10, no. 3, pp. 344-358, April 2000. [PS] [PDF]
- P. Eisert, E. Steinbach, and B. Girod, "Automatic Reconstruction of Stationary 3-D Objects from Multiple Uncalibrated Camera Views," *IEEE Transactions on Circuits and Systems for Video Technology: Special Issue on 3D Video Technology*, vol. 10, no. 2, pp. 261-277, March 2000. [PS] [PDF]
- P. Eisert and B. Girod, "Analyzing Facial Expressions for Virtual Conferencing," *IEEE Computer Graphics & Applications: Special Issue: Computer Animation for Virtual Humans*, vol. 18, no. 5, pp. 70-78, September 1998. [PS] [PDF]
- F. Hartung, P. Eisert and B. Girod, "Digital Watermarking of MPEG-4 Facial Animation Parameters," *Computers & Graphics: Special Issue: Data Security in Image Communication and Network*, vol. 22, no. 4, pp. 425-435, July/August 1998. [PS] [PDF]
- E. Steinbach, P. Eisert, B. Girod, "Motion-based Analysis and Segmentation of Image Sequences using 3-D Scene Models," *Signal Processing: Special Issue: Video Sequence Segmentation for Content-based Processing and Manipulation*, vol. 66, no. 2, pp. 233-248, April 1998. [PS] [PDF]

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- R. Schaefer, T. Wiegand, and P. Eisert, "Videocodierung - Eine Schlüsseltechnologie für digitale Medien und Multimedia," *Proc. Dortmunder Fernsehseminar*, Dortmund, Germany, pp., 2003.